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Fast Data Breakpoints - David Keppel (1993) (Correct) (2 citations)

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ftp.cs.washington.edu/tr/1993/04/UW-CSE-93-04-06.PS.Z

CFL3D User's Manual (Version 5.0) - Sherrie Krist Bananepos (1998) (Correct) (1 citation) analysis. Its use for internal turbomachinery applications has been only as a basic research code thus . 48 LT41 -Number of Dynamic Patched-Grid Interfaces .49 LT42 -

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Implementation And Evaluation Of Data Breakpoint Schemes In An.. - Roberts (1996) (Correct) In short, watchpointing could be a nice application of a dynamic code patcher, but building a 88100/88200 [2]Part of this work included a dynamic code generator to do code patching for : 6 2.1.1 Trap **Patching** :

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Causal Distributed Breakpoints - Fowler, Zwaenepoel (1990) (Correct) (44 citations) parallel program, relative to a node in a parallel dynamic program dependency graph [3] Their before state Causal Distributed Breakpoints Jerry Fowler Willy Zwaenepoel Department of www.cs.rice.edu/~willy/papers/icdcs90a.ps.gz

Dynamic Patches for Live Musical Performance - Martin Kaltenb Runner (Correct) [17] or the Audiopad [18] are indeed musical applications. However, in the reacTable\*three additional **Dynamic Patches** for Live Musical Performance Martin Dynamic Patches for Live Musical Performance Martin Kaltenb www.iua.upf.es/mtg/publications/NIME04-Kaltenbrunner.pdf

Analysis of Hardware and Software Approaches to Embedded.. - Chen, Kao, Huang (Correct) is switched from FGDM to BGDM, the user application program will resume its normal execution as if FGDM. If such allocation can be reconfigured or dynamically adjusted, then the number can be adjusted of approaches: software monitor and instruction patching. The software monitor uses software to check the www.jrpit.flinders.edu.au/confpapers/CRPITV6Chen.pdf

Optimizing Patching Performance - Cai, Hua, Vu (1999) (Correct) (42 citations) technology for many important multimedia applications, such as home entertainment, digital video Unlike conventional multicast, patching is a dynamic multicast scheme which enables a new request to Optimizing Patching Performance Ying Cai Kien A. Hua Khanh Vu www.dsg.cs.ucf.edu/papers/spie99-cai.ps

Breakpoints and Breakpoint Detection in Source Level. - Koch, Kebschull, Rosenstiel (1996) (Correct) (2 citations) algorithmic level at least for some kinds of applications While there is much effort spent in methods we want to set a new breakpoint. All this is done dynamically in the implemented circuit. The detection of Breakpoints and Breakpoint Detection in Source Level www.fzi.de/sim/publications/1996004-paper.pdf

Application Sharing - Architecture and Performance.. - Schoettner, Kassler.. (Correct) **Application** Sharing -Architecture and Performance (no compression of bitmaps) Interceptor: user32.dll (window-management) and gdi32.dll www-vs.informatik.uni-ulm.de/Papers/ACTS97/ACTS97.ps

An Efficient Bandwidth-Sharing Technique for True Video on.. - Cai, Hua (1999) (Correct) (2 citations) 6, 7] They can be grouped into two categories: Dynamic Multicast: In this approach [3, 4, 5, 6, 8, 9] S. A. E-mail: fcai, kienhuag@cs.ucf.edu Abstract Patching is a cost ecient channel-sharing technique for

playback rate of the video. To nd the optimal settings of the regular window and transition window, we www.dsg.cs.ucf.edu/papers/cai-acm-mm99.ps

A New Scheduling Scheme for Multicast True VoD Service - Ma, Shin (2001) (Correct) multicast VoD system. Moreover, by using a novel dynamic merging algorithm, BEP signi -cantly improves we propose a new scheme, called the Best-Eort Patching (BEP)that oers a TVoD service in terms of the patching window [4]Two simple approaches to setting the patching window are discussed in [8]greedy kabru.eecs.umich.edu/papers/publications/2001/ma\_pcm01.ps

Evicted Variables and the Interaction of Global Register.. - Ali-Reza Adl-Tabatabai (Correct) at a breakpoint, nor do they consider the dynamic behavior of programs. Note that these metrics to display the values of program variables at a breakpoint. However, problems arise if the program is [8] The debugger supports the base operations of setting control breakpoints, inspecting data, and www.cs.cmu.edu/a/s/cs.cmu.edu/project/iwarp/archive/fx-papers/pop/93.ps

Integrating and Reusing GUI-Driven Applications - Grechanik, Batory, Perry (Correct) Integrating and Reusing GUI-Driven Applications Mark Grechanik, Don Batory, and Dewayne E. is emulation [15]Each COM component (or dynamically linked library (DLL)has a GUID (Globally we outline a general technique, called code patching [10]18]19]4]for introducing an agent into ftp.cs.ulexas.edu/pub/predator/liDE.pdf

Analysis of Random Jitter in a Clock Multiplying DLL.. - Beek, Klumperink.. (2001) (Correct) frequency as high as needed on-chip. Another application of clock multiplication lies in the fact that Analysis of Random Jitter in a Clock Multiplying DLL Architecture R.C.H. van de Beek E.A.M. area restrictions. Other practical issues such as settling behavior may also limit the minimum value of www.stw.nl/programmas/prorisc/proc2000/../proc-2001/beek.pdf

Debugging in Standard ML of New Jersey - Att Bell (Correct)

at all interesting events, including function applications, identifier bindings, the tops of function more flexible breakpoint setting improved dynamic type reconstruction and numerous internal for programs using signals more flexible breakpoint setting improved dynamic type reconstruction www.ii.uni.wroc.pl/~tomasz/sml/doc/tools/debug.ps.gz

Customizing Mobile Applications - Schillt, Theimer, Welch (1993) (Correct) (26 citations) Customizing Mobile Applications Bill N. Schillt Computer Science Corporation welch@parc.xerox.com Abstract The dynamics of mobile systems require applications to ftp.parc.xerox.com/pub/schilit/usmlic-93-schilit.ps.Z

Component Configurer: A Design Pattern for Component-Based... - Rosa, Silva (1997) (Correct) 2 Motivation How can a component-based application design take into account the problem of components connection, aiming at supporting ad-hoc dynamic reconfiguration and the migration of components albertina.inesc.pt/~ars/ps/europlop97-1.ps

Optimal Patching Schemes for Efficient Multimedia Streaming - Sen, Gao, Rexford, Towsley (1999) (Correct) (23 citations)

99 \Gamma 22 Abstract Multimedia streaming applications consume a significant amount of server and removes any violations of the constraint K .ffl Dynamic join/leave from multicast groups: If the Optimal Patching Schemes for Efficient Multimedia Streaming gaia.cs.umass.edu/pub/sen/Sen\_Patching\_TR99-22.ps.gz

A Dual-Loop Delay-Locked Loop Using Multiple...- Jung, Lee, Shim.. (2001) (Correct) by skews and jitters of clock signals. In applications where the frequency multiplication is not approach has the disadvantage of the increased dynamic noise sensitivity and jitter. In the paper describes a dual-loop delay-locked loop (DLL) which overcomes the problem of a limited delay www.iclab.snu.ac.kr/papers/jssc0105yjjung.pdf

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R. R. Willis, W. P. Austell

March 1983

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Full text available: pdf(1.64 MB)  Additional Information: full citation,	abstract, re									
In re-implementing fast breakpoints for stock hardware, I discovered use. By "fast breakpoints" I mean inserting transfers of control to char claim to have invented fast breakpoints: I have traced their use back to novel uses. All I did was rediscover how easy it is to take statically the semantics of programs	the joys nge the t to 1951									
<sup>2</sup> GMSS graphic modelling and simulation system										

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Additional Information: full citation, abstract, references, citation as simulation modelling system providing a tool kit of functions to sur

Proceedings of the 16th annual symposium on Simulation

GMSS is a simulation modelling system providing a tool kit of functions to sup analysis. The goal of GMSS is to put simulation modelling into the hands of th

<sup>3</sup> Software engineering: applications, practices tools (SE): A portable virtual i directing

Camil Demetrescu, Irene Finocchi

March 2004 Proceedings of the 2004 ACM symposium on Applied computing
Full text available: Additional Information: full citation, abstract.

Directors are reactive systems that monitor the run-time environment and reactive systems are debuggers and tools for program analysis and softw describe a cross-platform virtual machine that provides advanced facilities for

Keywords: debugging, directors, reversible computing, virtual machines

4 Visualization: An extensible framework for providing dynamic data structure T. Dean Hendrix, James H. Cross, Larry A. Barowski

March 2004 Proceedings of the 35th SIGCSE technical symposium on Computer Full text available: pdf(537.96 KB)

Additional Information: full citation, abstract, reference

A framework for producing dynamic data structure visualizations within the co Multiple synchronized visualizations of a data structure can be created with m external viewer model. The framework supplies a customizable viewer templa drawing library and the Java Debugger Interface. Initial classroom use has de as well as its potential to as an aid ...

Keywords: algorithm animation, data structures, program visualization

<sup>5</sup> System papers: data and software visualization and testing: MVT: a system Jan Lönnberg, Ari Korhonen, Lauri Malmi

May 2004 Proceedings of the working conference on Advanced visual interfact Full text available: pdf(253.20 KB)

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Software development is prone to time-consuming and expensive errors. Find (debugging) is usually done by executing the program with different inputs ar final results (testing). The tools that are currently available for debugging (deseveral potentially useful visualisation and interaction techniques. This article (MVT--Matrix Visua ...

Keywords: algorithm simulation, bytecode instrumentation, execution history

<sup>6</sup> A 100% portable inline-debugger

Jurgen Heymann

September 1993 ACM SIGPLAN Notices, Volume 28 Issue 9

Full text available: pdf(752.49 KB) Additional Information: full citation, index terms

Platforms: TOSSIM: accurate and scalable simulation of entire tinyOS appl Philip Levis, Nelson Lee, Matt Welsh, David Culler

November 2003 Proceedings of the first international conference on Embedded n
Full text available: pdf(429.79 KB) Additional Information: full citation, abstract, reference

Accurate and scalable simulation has historically been a key enabling factor for TOSSIM, a simulator for TinyOS wireless sensor networks. By exploiting the sedesign, TOSSIM can capture network behavior at a high fidelity while scaling to probabilistic bit error model for the network, TOSSIM remains simple and efficient a wide range of network interactions. Using TOSSIM, ...

Keywords: TOSSIM, sensor networks, tinyOS

8 Teaching and learning computer programming: a survey of student problen instructional tools

Miguel Ulloa

July 1980

ند

ACM SIGCSE Bulletin, Volume 12 Issue 2

Full text available: pdf(1.16 MB)

Additional Information: full citation, abstract, re-

To improve introductory computer science courses and to update the teaching teaching methods emphasizing structured programming and top-down design automated instructional tools have been developed. The purpose of this paper and tools used in the teaching of programming; (2) to present, with the aid of beginning programmers experience difficulties; (3) to p ...

<sup>9</sup> A dynamic very high-level debugger for low-level microprograms

N. J. Wahl, S. R. Schach, R. I. Winner

December 1986 ACM SIGMICRO Newsletter , Proceedings of the 19th annual works Issue 4

Full text available: pdf(806.56 KB)

Additional Information: full citation, abstract, referen-

Microcode debuggers may be classified according to the following three criteridebugging, and the type of debugging facilities provided. A very high level int dynamic debugging of microcode written for the Perkin-Elmer 3220 is describe user to debug microcode at a very high level because the microarchitecture of format conceived by the ...

# <sup>10</sup> Practical data breakpoints: design and implementation

Robert Wahbe, Steven Lucco, Susan L. Graham

June 1993 ACM SIGPLAN Notices, Proceedings of the ACM SIGPLAN 1993 confere and implementation, Volume 28 Issue 6

Full text available: pdf(1.37 MB)

Additional Information: full citation, abstract, references, ci

A data breakpoint associates debugging actions with programmer-specified co executing program. Data breakpoints provide a means for discovering progran isolate using control breakpoints alone. In practice, programmers rarely use d unimplemented or prohibitively slow in available debugging software. In this programmers implementation of a practical data breakp ...

## 11 Dynamic currency determination in optimized programs

D. M. Dhamdhere, K. V. Sankaranarayanan

November 1998 ACM Transactions on Programming Languages and Systems (TOI Full text available: pdf(302.86 KB)

Additional Information: full citation, abstract, references, comparison of the citation of the c

Compiler optimizations pose many problems to source-level debugging of an consertion, and deletion of code. On such problem is to determine whether the breakpoint— that is, whether its actual value is the same as its expecte currency of a variable in source-level debugging and propose the use of a min

Keywords: code instrumentation, code optimization, compiler, debugging optil determination, dynamic slicing, minimal unrolled graph, source-level debuggil

# 12 Extending the message flow debugger for MQSI

Shuxia Tan, Eshrat Arjomandi, Richard Paige, Evan Mamas, Simon Moser, Bill O'November 2001 Proceedings of the 2001 conference of the Centre for Advanced S
Full text available: pdf(312.67 KB)

Additional Information: full citation, abstract, reference

Integration and management of applications play a key role in today's comput assured application-to-application communication protocol designed to suppor MQSeries Integrator (MQSI) is a component of MQSeries providing support for communication. The key technology in MQSI is the notion of a message flow. operations on a message, performed by a series of message proc ...

# 13 Session 24: software tools: A portable debugger for parallel and distributed Doreen Cheng, Robert Hood

November 1994 Proceedings of the 1994 ACM/IEEE conference on Supercon Full text available: pdf(996.90 KB) Additional Information: full citation, abstract, refer

We describe the design and implementation of a portable debugger for paralle incorporates a client-server model in order to isolate non-portable debugger c definition of a protocol for client-server interaction facilitates a high degree of components permits the implementation of a debugger for distributed comput passing implementations is achie ...

# 14 Experiences with building distributed debuggers

Michael S. Meier, Kevan L. Miller, Donald P. Pazel, Josyula R. Rao, James R. Rus January 1996 Proceedings of the SIGMETRICS symposium on Parallel and distribut Full text available: pdf(1.34 MB)

Additional Information: full citation, references, index terms

<sup>15</sup> Tools: An explanation-based, visual debugger for one-way constraints Bradley T. Vander Zanden, David Baker, Jing Jin

October 2004 Proceedings of the 17th annual ACM symposium on User interface Full text available: pdf(696.45 KB)

Additional Information: full citation, abstract, referen-

This paper describes a domain-specific debugger for one-way c makes use of several new techniques. First, the debugger displ dataflow graph, called a <i>constraint slice</i>, that is directly This technique helps the debugger scale to a system containing Second, the debugger presents a visual representation of the so color encodings to high ...

Keywords: constraint satisfaction, data structures, one-way cor visual debugging

# <sup>16</sup> A thread-aware debugger with an open interface

Daniel Schulz, Frank Mueller

August 2000 ACM SIGSOFT Software Engineering Notes , Proceedings of the 2000 on Software testing and analysis, Volume 25 Issue 5

Full text available: pdf(347.13 KB)

Additional Information: full citation, abstract, references,

While threads have become an accepted and standardized model for expressir parallelism for the shared-memory model, debugging threads is still poorly su in debugging threads and offers solutions to them. The contributions of this painterface for debugging as an extension to thread implementations is proposed debugging are identified and implemented wit ...

Keywords: active debugging, concurrency, debugging, open interface, threads

# 17 iWatcher: Efficient Architectural Support for Software Debugging

March 2004 ACM SIGARCH Computer Architecture News , Proceedings of the 31st Computer architecture, Volume 32 Issue 2

Full text available: pdf(314.11 KB)

Additional Information: full citation

Recent impressive performance improvements in computer architecturehave r debugging. Software debugging often relies on inserting run-time softwareched to find the root causeof a bug. Moreover, program execution typically slows do times. To address this problem, this paper introduces the IntelligentWatcher (i monitor dynamicexecution with minimal overh ...

# <sup>18</sup> A Tool for Writing and Debugging Algebraic Specifications

May 2004 Proceedings of the 26th International Conference on Software Engil Full text available: ₱ pdf(207.73 KB) ₱ Publisher Site Additional Informa

Despite their benefits, programmers rarely use formalspecifications, because theyrequire an up front investment in time. To address these issues, we present and algebraic specifications. Given an algebraic specification, our tool in just like any regular Java class. The tool can also modify an existing application interpreter instead of a hand-coded i ...

# <sup>19</sup> KDB: a multi-threaded debugger for multi-threaded applications

Peter A. Buhr, Martin Karsten, Jun Shih

January 1996 Proceedings of the SIGMETRICS symposium on Parallel and distribut

Full text available: pdf(991.10 KB)

Additional Information: full citation, references, citings, index terms

# <sup>20</sup> Recompilation for debugging support in a JIT-compiler

Mustafa M. Tikir, Jeffrey K. Hollingsworth, Guei-Yuan Lueh

November 2002 ACM SIGSOFT Software Engineering Notes , Proceedings of the 20 Program analysis for software tools and engineering, Volume 28 1

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A static Java compiler converts Java source code into a verifiably secure and c intermediate format, called Java byte codes. The Java byte codes can be either or translated into native code by Java Just-In-Time compilers. Static Java com Java class files to be used by the source level debuggers. However, the debug architecture independent byte codes and most o ...

Keywords: Java, Java virtual machine debugger interface, debug information, watch, just-in-time compilation

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A generalized collision mechanism for stochastic particle.. - Rjasanow, Wagner (Correct) Perception of numerical methods in rarefied gas dynamics. Progr. Astronaut. Aeronaut. 118, 211-226, www.wias-berlin.de/WiAS\_publ\_preprints\_nr157.PS

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The System Of Two Spinning Disks In The Torus. - Woitkowski (1993) (Correct) in a recent paper [B-G] proposed to study the dynamics of spinning disks. They introduced the mpej.unige.ch/mp\_arc/c/94/94-88.ps.gz

Actuability of Underactuated Manipulators - Lee, Xu (1994) (Correct)

the resulting underactuated system can make use of dynamic coupling within the system for position control. pecan.srv.cs.cmu.edu/afs/cs.cmu.edu/user/chrislee/www/cmu-ri-tr-94-13.ps.cz

Uniform Reconstruction of Gaussian Processes - Müller-Gronbach, Ritter (1995) (Correct) (1 citation) ftp.math.fu-berlin.de/pub/math/publ/pre/1995/pr-a-95-26.ps.Z

CFL3D User's Manual (Version 5.0) - Sherrie Krist Bananepos (1998) (Correct) (1 citation)

. 48 LT41 -Number of Dynamic Patched-Grid Interfaces .49 LT42 -

. 12 Utilizing Patched and/or Overlapped Grids .

techreports.larc.nasa.gov/ltrs/PDF/1998/tm/NASA-98-tm208444.pdf

An Analytical Evaluation of Static Coupling Measures for Domain.. - Poels (1998) (Correct) passing between instances of the classes (i.e. dynamic coupling) 1]Dynamic coupling is the type of directly measure the external quality of an OO software system, they might be useful as early indicators coupling properties. 1. INTRODUCTION Whereas software users are primarily interested in quality www.econ.kuleuven.ac.be/tew/academic/infosys/Members/Snoeck/ECOOP98-OOPM.ps

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Optimized Software Synthesis for Digital Signal.. - Jürgen Teich.. (1998) (Correct) (3 citations) sorts using the EA .10 2.3.2 Dynamic Programming Post Optimization . Optimized Software Synthesis for Digital Signal Processing within an infinite loop to generate a software implementation. Each schedule loop thereby is ftp.tik.ee.ethz.ch/pub/people/zitzler/TZB1998a.ps.gz

Practical Estimates of the Errors Associated with the .. - Fulton, Namkung, Melvin (1992) (Correct) techreports.larc.nasa.gov/pub/techreports/larc/92/conf-rpqnde-92-fulton.ps.Z

Dynamic Patches for Live Musical Performance - Martin Kaltenb Runner (Correct)

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**Dynamic Patches** for Live Musical Performance Martin Kaltenb

developing the basic reacTable\* concepts within a software prototype only, simulating the tangible user www.iua.upf.es/mtg/publications/NIME04-Kaitenbrunner.pdf

Webs of Archived Distributed Computations for Asynchronous. - Mani Chandy (1997) (Correct) (2 citations)

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systems composed of autonomous opaque objects with dynamic interfaces distributed across the Internet. We of our approach is that the component tools, software, data, and even participants are distributed In this paper, we describe the design of a software technology that allows any component of a www.cs.caltech.edu/~kiniry/projects/papers/Supercomputing/supercomputing.ps

What Is the BEST Spectrum Estimate? - Wei (1997) (Correct)

really well, especially for signals with large dynamic range Key References ffl D. J. Thompson, www.ece.utexas.edu/~sakarya/courses/ee381k/lectures/15\_Multiple\_Windows/lecture15/lecture15.ps

Identification Of Unknown Parameters For Heat Conductivity.. - Botkin (1995) (Correct) S. Stable solutions of inverse problems in the dynamics of controlled systems. Proc. of the Steklov www.appl-math.tu-muenchen.de/~bolkin/hof444.ps

A Partial Approach to the Problem of Deadlocks in.. - Tricas.. (1998) (Correct)

can run in an automatic way. This means that the software in charge of the monitoring and control of the Conclusions and future work 0.1 Introduction The software design for concurrent systems has to deal with www.cps.unizar.es/~ftricas/GISIRR9705.ps.gz

General Determinantal Representation Of Pseudoinverses Of.. - Stanimirovic (1996) (Correct) rettler.cameron.edu/EMIS/journals/MV/9612/ves96101.ps.gz

High Level, Multi-Agent Prototypes from a.. - Buhr, Amyot.. (1998) (Correct) (1 citation) new and old features must be resolved, often dynamically (telephony feature interaction provides an allows software designers to form completely incompatible views of the system picture, complicating and Abstract This paper joins new concepts in software design with the BDI reference model for agents www.usecasemaps.org/UseCaseMaps/pub/4paam98.ps

Optimizing Patching Performance - Cai, Hua, Vu (1999) (Correct) (42 citations) Unlike conventional multicast, patching is a dynamic multicast scheme which enables a new request to Optimizing Patching Performance Ying Cai Kien A. Hua Khanh Vu www.dsg.cs.ucf.edu/papers/spie99-cai.ps

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Some requirements for architectural support of software debugging Mark Scott Johnson

March 1982 Proceedings of the first international symposium on Architectural sup operating systems, Volume 10 , 17 Issue 2 , 4

Full text available: pdf(710.87 KB)

Additional Information: full citation, abstract, references,

Architectural support of high-level, symbolic debugging is described at three I desired debugging functionality, the debugger implementor's view of architect functionality, and the computer architect's view of architectural features or at requirements. References are made where possible to computing systems that written from the viewpoint of debugger imple ...

Keywords: Architectural debugging support, Breakpoints, Debugging, Debuggi debugging, Profiles, Symbolic debugging, Traces

Watcher: Efficient Architectural Support for Software Debugging March 2004 ACM SIGARCH Computer Architecture News, Proceedings of the 31st Computer architecture, Volume 32 Issue 2

Full text available: pdf(314.11 KB)

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Recent impressive performance improvements in computer architecturehave r debugging. Software debugging often relies on inserting run-time softwareched to find the root causeof a bug. Moreover, program execution typically slows do times. To address this problem, this paper introduces the IntelligentWatcher (i monitor dynamicexecution with minimal overh ...

3 Chiron-1: a software architecture for user interface development, maintena Richard N. Taylor, Kari A. Nies, Gregory Alan Bolcer, Craig A. MacFarlane, Kenne June 1995 ACM Transactions on Computer-Human Interaction (TOCHI), Volur Full text available: Additional Information: full citation, abstract, references, citing

The Chiron-1 user interface system demonstrates key techniques that enable its user interface. These techniques include separating the control-flow aspect they are concurrent and may contain many threads. Chiron also separates wir dialogue and abstract presentation decisions via mechanisms employing a clie application code from user interf ...

Keywords: artists, client-server, concurrency, event-based integration, user ir

4 Retrospective on high-level language computer architecture David R. Ditzel, David A. Patterson

May 1980 Proceedings of the 7th annual symposium on Computer Architectu Full text available: pdf(722.89 KB)

Additional Information: full citation, abstract, references.

High-level language computers (HLLC) have attracted interest in the architect during the last 15 years; proposals have been made for machines directed tov such as ALGOL,1,2 APL,3,4,5 BASIC,6,7 COBOL,8,9 FORTRAN,10,II LISP,12,13

5 Compiler and tool support for debugging object protocols
Sergey Butkevich, Marco Renedo, Gerald Baumgartner, Michal Young
November 2000 ACM SIGSOFT Software Engineering Notes, Proceedings of the 8th
symposium on Foundations of software engineering: twenty-first c
Full text available: pdf(1.06 MB)
Additional Information: full citation, abstract, references, ci

We describe an extension to the Java programming language the checking and dynamic debugging of object " protocols, &r constraints on the order in which methods may be called. Our J checkable subset embedded in richer descriptions that can be c statically checkable subtype conformance relation is based on N (finite-state) process types, and is also very c ...

Keywords: debugging, protocols, sequencing constraints

6 Architecture-based runtime software evolution
Peyman Oreizy, Nenad Medvidovic, Richard N. Taylor
April 1998 Proceedings of the 20th international conference on Software engineer
Full text available: ₱ pdf(1.28 MB) ₱ Publisher Site Additional Information: full citation, references, citings, index

# 7 Retrospective on high-level language computer architecture

David R. Ditzel, David A. Patterson

August 1998 25 years of the international symposia on Computer architecture (se

Full text available: pdf(836.16 KB)

Additional Information: full citation, references, index terms

## <sup>8</sup> A software instruction counter

J. M. Mellor-Crummey, T. J. LeBlanc

April 1989 ACM SIGARCH Computer Architecture News , Proceedings of the third i support for programming languages and operating systems, Volume 1

Full text available: pdf(997.70 KB)

Additional Information: full citation, abstract, references,

Although several recent papers have proposed architectural support for progra processors do not yet provide even basic facilities, such as an instruction cour been forced to invent software solutions. This paper describes our implementator program debugging. We show that an instruction counter can be reasonables than 10% execution overhead. Ou ...

# <sup>9</sup> A survey of rollback-recovery protocols in message-passing systems

E. N. (Mootaz) Elnozahy, Lorenzo Alvisi, Yi-Min Wang, David B. Johnson
September 2002 ACM Computing Surveys (CSUR), Volume 34 Issue 3

Full text available: pdf(549.68 KB)

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This survey covers rollback-recovery techniques that do not require special lar the survey we classify rollback-recovery protocols into *checkpoint-based* and *I* rely solely on checkpointing for system state restoration. Checkpointing can b communication-induced. *Log-based* protocols combine checkpointing with logg in tuples call ...

Keywords: message logging, rollback-recovery

## <sup>10</sup> The MIT Alewife machine: architecture and performance

Anant Agarwal, Ricardo Bianchini, David Chaiken, Kirk L. Johnson, David Kranz, Kenneth Mackenzie, Donald Yeung

May 1995 ACM SIGARCH Computer Architecture News , Proceedings of the 22nd a Computer architecture, Volume 23 Issue 2

Full text available: pdf(1.49 MB)

Additional Information: full citation, abstract, references, ci

Alewife is a multiprocessor architecture that supports up to 512 processing no cost-effective mesh network at a constant cost per node. The MIT Alewife may architecture, demonstrates that a parallel system can be both scalable and proto achieve these goals: software-extended coherent shared memory provides integrated message passing allows compiler and operat ...

11 Software architecture: An integrated architecture for distributed applications Michael A. Bauer, Neil Coburn, Doreen L. Erickson, Patrick J. Finnigan, James W October 1993 Proceedings of the 1993 conference of the Centre for Advanced Studengineering - Volume 1

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The CORDS project addresses all phases in the life cycle of distributed applica management. Workers in each of these phases are faced with added difficultie lacking or too low-level. CORDS provides a set of higher-level tools and a servitasks of these workers. The realization of such an environment requires the in distributed system components and the amalgamation ...

12 Using object-oriented typing to support architectural design in the C2 style Nenad Medvidovic, Peyman Oreizy, Jason E. Robbins, Richard N. Taylor October 1996 ACM SIGSOFT Software Engineering Notes, Proceedings of the 4th, Foundations of software engineering, Volume 21 Issue 6

Full text available: pdf(1.35 MB)

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Software architectures enable large-scale software development. Component aspects of large-scale development, must be planned for during software designate supports reuse by structuring inter-component relationships and verifying the in an architecture definition language (ADL). In this paper, we identify the iss applying OO type theory to the C2 architectu ...

<sup>13</sup> Session 4B: Emerging architectures and domains: Why is distributed syste

September 2001 Proceedings of the 4th International Workshop on Principles of Full text available: pdf(512.77 KB)

Additional Information: full citation, abstract.

This position paper takes the view that modern programming languages, their adequately support the programmer in their day-to-day task of evolving large Evolving programs is the dominant cost on these kinds of system projects and supported in this task as they should be. This is argued by presenting what th well at code development time and at system run- ...

<sup>14</sup> Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 Proceedings of the 1997 conference of the Centre for Advanced S
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Additional Information: full citation, abstract, references

Understanding distributed applications is a tedious and difficult task. Visualiza are often used to obtain a better understanding of the execution of the application, an event tracer developed at the University of Waterloo. However, these do not provide the user with the desired overview of the application. In our exoccurrences of non-trivial commun ...

# <sup>15</sup> The MIT Alewife machine: architecture and performance

Anant Agarwal, Ricardo Bianchini, David Chaiken, Kirk L. Johnson, David Kranz, D. Yeung

August 1998 25 y

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## <sup>16</sup> Enhancing software reliability with speculative threads

Jeffrey Oplinger, Monica S. Lam

October 2002 Proceedings of the 10th international conference on Architectural su operating systems, Volume 37, 36, 30 Issue 10, 5, 5

Full text available: pdf(1.47 MB)

Additional Information: full citation, abstract, referes

This paper advocates the use of a monitor-and-recover programming paradigr and proposes an architectural design that allows software and hardware to conficient and easier to program. We propose that programmers write monitorin execution semantics. Our architecture speeds up the computation by executin in parallel with the main computation. For ...

# <sup>17</sup> Software-extended coherent shared memory: performance and cost

D. Chaiken, A. Agarwal

April 1994 ACM SIGARCH Computer Architecture News , Proceedings of the 21ST Computer architecture, Volume 22 Issue 2

Full text available: pdf(1.27 MB)

Additional Information: full citation, abstract, references, ci

This paper evaluates the tradeoffs involved in the design of the software-exte multiprocessor architecture that implements coherent shared memory through software mechanisms. For each block of memory, Alewife implements betwee pointers in hardware and allows software to handle requests when the pointer a flexible coherence interface that facilitates protocol soft ...

# 18 Hardware support for program debuggers in a paged virtual memory David Abramson, John Rosenberg

June 1983 ACM SIGARCH Computer Architecture News, Volume 11 Issue 2

Full text available: pdf(1.04 MB)

Additional Information: full citation, references, citings

# <sup>19</sup> Architecture of the space shuttle primary avionics software system

Gene D. Carlow September 1984

Communications of the ACM, Volume 27 Issue 9

Full text available: pdf(1.26 MB)

Additional Information: full citation, abstract, citings, in

PASS, perhaps the most complex flight computer program ever developed, ep establishing a well-structured system architecture at the front end of the deve

Keywords: PASS, PASS space shuttle, avionics system, space shuttle

# <sup>20</sup> Software architecture based on communicating residential environments Erik Sandewall, Claes Strömberg, Henrik Sörensen

March 1981 Proceedings of the 5th international

Proceedings of the 5th international conference on Software engi

Full text available: pdf(864.50 KB)

Additional Information: full citation, abstract, reference

This paper describes an alternative approach to software architecture, where t between operating systems, programming languages and compilers, and so fo organized as a set of self-contained environments which are able to communicand whose internal structure is predominantly descriptive and declarative. The environment (its divers ...

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